

# DIARY



This piece of software is  
developed by  
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## **CBM-64-DIARY**

Let your 64-Diary keep track of phone numbers, addresses, appointments, books you have borrowed or lent out, birthdays, well everything that is hard to remember. Let your 64-Diary manage your life at home and in the office. 64-Diary is easy to use and you can rapidly find information in the small data base you have created.

Store and retrieve easily anything on cassette or floppy disk. Diary-64 has a printout routine where you can print address labels from your personal friends file.

## **HOW TO START**

- (1) Switch off your CBM-64
- (2) Place the 64-Diary cartridge in the appropriate slot.
- (3) Check that the cartridge is properly positioned.

### **SWITCH THE POWER ON.**

If everything is correct your CBM will show a menu on the screen. The following text should now appear " \* 64-Diary file \* "

If problem persists return the cartridge to your Commodore dealer.

## **INTRODUCTION & HINTS**

64-Diary works like a big notebook with its pages appearing on a screen of the 64 (a BLOCK). A block consists of 10 lines with 27 characters in each line. When you update a block and plan to use a printout, keep in mind that only the first four lines will be printed. This might help you in designing your files.

**PLEASE NOTE!** When searching for data, the 64-Diary sees small and capital letters as two different characters. This is important for retrievals and when designing your files.

When reading the manual, note the meaning of the following words

**SCREEN** — tells you what the screen will reply with.

**PRESS** — tells you what key/keys to press.

**RETURN** — tells you to press the return key.



## COMMANDS

On the menu screen you will find the following commands:

A,S,F,B,L,D,T,X.

Try these commands as described below!

**NOTE! DO NOT USE THE FOLLOWING 4 CHARACTERS: ( , , , ) WHEN UPDATING A SCREEN.**

You might even leave out the following 3 characters as they could be interpreted as commands by you. ( \* up-arrow = ):

### **(A) ADD OR CHANGE** (has the following function.)

1: Fill a page with new information.

2: Change (update) a written page.

**(1) Fill a block (page)**

PRESS: **a**

(add /change).

SCREEN: Input Date or Block No.?

PRESS: **1**

(Block No.) if date is used write 4JAN for JANUARY 4

(Explanation, see page 4)

SCREEN: BLOCK No. 1

(The Cursor flashes. Ready to enter data.)

WRITE: Paul English (RETURN)

This row will now be marked as used by a dot to the left of the line.

Add more data if you want.

END BY

PRESS: **'\*** (RETURN)

**NOTE!** The **'\*** must be in the first column of the text.

(The screen now goes to one colour mode, and shortly the menu will return)

**DATA IS NOW STORED IN THE COMPUTERS MEMORY.**

If you want to check what data that is recorded on a certain day, press A. If the desired day does not show, you know that no data is recorded.

**NOTE!** Never write outside the marked area of the screen.

**(2) Change (update) a block or page.**

PRESS: **a**

(add /change)

SCREEN: Input Date or Block No. ?

PRESS: **1**

(Block No. 1).

SCREEN: BLOCK — No. 1

The cursor flashes over the 'P' of 'Paul English.'

If you do not want to change this line press return, and go on to the next line 1:st column. Do you wish to change anything on this line (or any other line) use the cursor control delete or keys. When the line is ready press RETURN. Now this line will be marked as updated by a dot in column-0.

The cursor control will permit you to go up and down, right or left to change data in any line, just be sure that you press return when the line is completed. When all changes have been made PRESS: **'\*** to update function and to return to the menu. Remember that the **'\*** must be at the first column. Block no. 1 is now updated in the memory.

### ④ LIST DATA.

To check what is in the computer memory (list all),

PRESS: 1

(64-Diary now lists everything in the computer memory.) When the screen is filled a green line appears below the bottom line with the text: 'SPACE' TO CONTINUE 'M' FOR MENU

If the memory contains a large amount of data, keep 'space' down until the wanted block is found.

If you want to interrupt the listing, press SHIFT-key. When released listing continues.

If end of memory is reached, you will be notified:

SCREEN: "— END OF DATA —"

### ⑤ SCRATCH BLOCK.

If you want to delete a whole block use (S).

PRESS: s (scratch).

SCREEN: Input Date or Block no.?

WRITE: 1

(If Date is used write 4JAN for JANUARY 4, 1983.

Explained later).

The screen goes to one colour mode, and shortly the menu is brought back. Block No.1 is now deleted, and can be filled with new data.

### ⑥ FIND

Find is used for finding a name, telephone number, address etc.

PRESS: f

SCREEN: Search for :?

PRESS: P

(as in Paul) RETURN.

The screen now shows the number(s) of the block(s) that contain a 'P'.

If you followed the commands, it should be block no.1.

If you want to see what is in block No.1 Do the following.

PRESS: SPACE (for menu)

PRESS: a (add or change)

PRESS: 1 (and RETURN for block no.1)

Block no.1 is now on your screen

READ it, Ready ? ...

PRESS: \* (and RETURN)

Now we are back to the menu. Block no.1 is still untouched in spite of the A-command, since we did not change any data in the block before the '\*' was pressed.

The 'F'-command searches through the whole memory for the search-key you gave, and lists the block No. of all the blocks that contain the search-key.

**(B) BLOCK SEARCH.**

The difference between this search and the (F)-command are: The FIRST block of data found which matches the given search-key, will be listed on the screen.

Here you can change or just read data.

If you change or something in the block you must update the memory. This is done by pushing the '\*' and the RETURN-key. By this you are brought back into the menu.

But if you do not make any changes in the block and you want to continue the search for another match of the search-key, press '=' then RETURN. When the 64-Diary can not find any other blocks that match, the text 'END OF MATCH...' is printed.

The space-bar will bring you back to menu. Remember that the '=' must be in column 1. (ex. see (F)-Command).

**(N) FORMAT A NEW DISK.**

The disk has to be formatted before it can be used with Diary 64.

PRESS: N

SCREEN: Are you sure y/n

NOTE! When you format a disk all data stored on the disk will be lost!



## USE OF DATE-FUNCTION.

You can work with all kinds of planning where date is important. Use DATE instead of BLOCK No. Of course you can mix DATE and BLOCKS in the same file. When using Add/change 'A'-cmd the input should be 4JAN instead of block No. The date-syntax is the date of the month 1-31 and directly after that you add the first three letters of the month, JANUARY the 4:th will be 4 jan.

If another date is used ex, January 5, then:

WRITE: '5JAN

SCREEN: January 5 th

Ex. ADD/CHANGE (UPDATE).

PRESS: a

SCREEN: Input Date or Block No.?

PRESS: 5FEB (and RETURN for FEBRUARY the 5th)

SCREEN: February 5th

Cursor flashes. Ready to type data.

WRITE: Call Postoffice 90110 (and RETURN)

PRESS: \* (and RETURN)

DATE IS NOW ENTERED IN THE MEMORY.

Try list-data (L) to be familiar with format of DATE.

Ex. FIND WITH DATE.

PRESS: F

SCREEN: Search for : ?

WRITE: Post (and RETURN) (Post or Postoffice)

SCREEN: Saturday 5 th February 1983

Or with BLOCK SEARCH.

PRESS: b

SCREEN: Search for : ?

WRITE: Post (and RETURN)

SCREEN: Call Postoffice 90110

If you wish the whole block listed.

PRESS: a

SCREEN: Input Date or Block No.?

WRITE: 5feb (and RETURN).

This Block might be updated or hardcopied. The '\*' brings you back to the menu.

I hope this gives you an idea of how to use the date function.

## HARDCOPY OF DATA

Whenever the text: "Push ↑ = Return for HARDCOPY" is on the screen you can make a hardcopy of the first four lines of data in the block.

Ex. Dummy block

Paul English	(Will be printed)
St Johns street 42	(Will be printed)
123 BAUKITA	(Will be printed)
-----	(Will be printed)
Order 400 pcs of 4564-55	(Will not be printed)
latest del. Feb. 11	(Will not be printed)

Provide for this when you design your files.

When a hardcopy of the screen is required, you will get the question:

Printer attached? y/n.

If you answer with n for no, you will return to the menu.

If your answer was y for yes and the printer is detached you will loose the data in the computer memory.

OPTION: If you answer with a + character instead of y or n the whole block will be printed. (Not only the first four lines.)



## SAVING DATA ON DISK OR TAPE

The commands D & T are used to save data.

NOTE! Earlier saved data on tape or disk will be erased and replaced by new data, with the same file name.

TAKE A BACKUP COPY ON A NEW DISK/TAPE.

### Ⓓ SAVE ON DISK.

(Do not try this example yet)

PLEASE NOTE!!! Old data will be erased and replaced by new data, with the same filename:

Make sure that your 1541 contains the right disk.

PRESS: **d**

(Save on Disk)

SCREEN: File name: (max. 11 characters)

WRITE: The name of the file, TELEPHONE... and press RETURN.

If you write: '\*' + (RETURN) this deletes the save and brings you to the menu.

If not: After a while the computer answers: OK, READY

If any fault is discovered the computer will notify you by printing:

ERROR= -128 check DISK-UNIT!

This means that data has NOT been stored on disk. Check what the error code means (See floppy-manual). Correct the error and save data again.

(ERROR -128 = Device not present).

### Ⓙ SAVE ON TAPE

(Not needed to try this ex. now)

PLEASE NOTE!!! Old data will be erased and replaced by new, with the same file name.

Make sure that your tape recorder contains the right tape.

PRESS: **t**

(Save on tape)

SCREEN: file name:

WRITE: The name of the file you want to save

If you typed the '\*' + (RETURN), you delete the save function and get back to the menu.

SCREEN: REWIND YOUR TAPE

REWIND THE TAPE AND PRESS STOP ON THE TAPE-RECORDER.

PRESS: **SPACE**

SCREEN: File name: (see: save on disk)

WRITE: the file name (and push RETURN). Max 11 characters.

SCREEN: PRESS RECORD & PLAY ON TAPE

(SEE CBM-64 USER MANUAL if you want)

The screen turns into one colour mode until data has been saved.

When ready the screen answers with: OK DATA SAVED.

There is an error-check even here (see (D)-cmd. SAVE ON DISK)

## LOAD DATA FROM DISK OR TAPE.

### (X) LOAD DATA.

(Do not try this example yet).

Check that you are working with the right DISK OR TAPE.

PRESS: \*

SCREEN: LOAD DATA FROM:

'D' DISK

'T' TAPE

PRESS: d (for disk)

PRESS: t (for tape)

Any other key takes you to the menu.

SCREEN: file name:

WRITE: the name of the file that you want.

If you pressed the '\*'. The load function is deleted, and you are brought back to the menu.

When ready, the menu is displayed on the screen.

NOTE! When using cassette recorder. After the screen says: REWIND TAPE THAN PRESS PLAY you have to press the space key directly!

### BYTES FREE.

This field shows the number of character positions that have not been used in the memory.

This number may sometimes be incorrect due to the pointers, that have not yet been updated. Anyhow, it gives an approximation of the space available.

A good idea is to use longer lines, avoiding the short ones (max. 27 ch/ln) since every line takes 5 characters to the pointers.

### END OF PROGRAM.

To end this program take the following steps.

1. Save data
2. Save data again (BACKUP/SECURITY-COPY)
3. Turn off the CBM-64
4. Remove the Diary-64 cartridge.



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